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Introductory remarks,

- •This presentation is an update on GVP status and progress review.
- SA Conference attendees should know of its availability

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Crewstation Technology Laboratory (CTL)



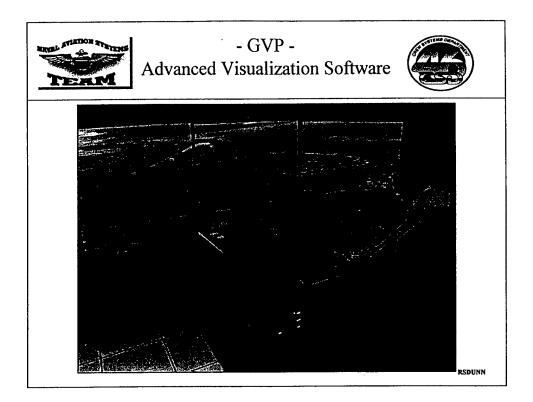


- Advanced Technologies for NAVY Crewstations
- Methods and Procedures for Behavioral Test and Analysis.
- Human Performance Evaluation
- · Modeling & Simulation
 - Rapid prototyping
- Helmet Mounted Displays
- · Mission Planning & Rehearsal
- Display Symbology RDT&E
- Data Visualization
 - Architecture, Information Content, Netwo
- · Video Data Recording and Analysis



This is the home base for GVP.

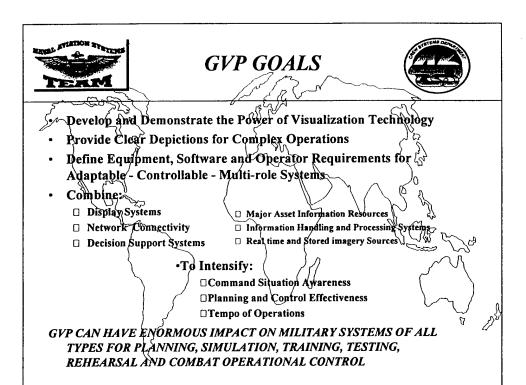
- · Where CTL is and who we are.
- What we do.

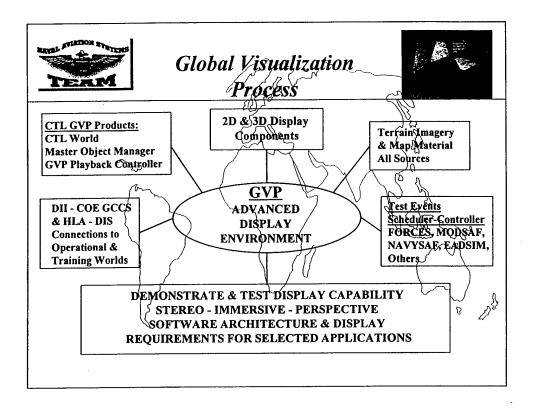


GVP is Primary Software for Advanced Visualization

- State overall goals from next slide but do not display it.
- •Developed to evaluate the power of advanced visual display tools

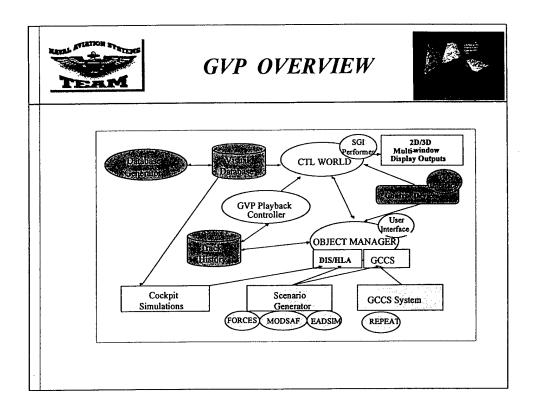






The major parts of the GVP System shown here and in next slide

- •It is all-source geospecific and holds a world model all the time
- •WGS-84 standard geometry
- •has connectivity to Simulations, M&S Packages, Operations
- •CTL has M&S drivers to create military scenarios for visualization



- •CTL World can hold earth at 4 cm. resolution fully scaleable full stereo
- •Object Manager can be a server for multiple displays
- •Playback Controller for analysis
- •All this software is operational and government owned





STATUS and ACCOMPLISHMENTS - FY 100

- GVP Operational, System Integration Fully Demonstrated
- · Unique CTL WORLD Software for Display Control Completed
- Fully Scalable, Multi Resolution, Geo-specific, Geo-referenced, All-Source, Terrain Visualization. Numerous Example Areas
- · Connectivity to Operational and Simulation Domains via DII COE, HLA & DIS Secure Operations Enabled
- · Extensive Operator and User Interface Components and Features
- Accessible and Flexible Basic Software can be Tailored for Specific Applications
- · Master Object Manager System Control Module Operational





STATUS and ACCOMPLISHMENTS - FY 100

- Reference Geometry, WGS-84, Praserves Positional Data
 Accuracy. Fully Interoperable with Navigation Systems.
- GVP is Efficient Software. High Update Rates, Large Area Coverage and High Numbers of Fixed and Moving Models
- · Multi Format Video Outputs for All Types of Displays
- · Full 3D Binocular Stereoscopic Display Outputs Several Modes
- Terrain Database Generation from All Sources
- Flexible and Accessible User Interfaces
- GVP is Government Owned and Developed. Revision not restricted by Inaccessible Software
- GVP is ready NOW for Application Tailoring and Testing





STATUS and ACCOMPLISHMENTS - FY O

- PC Version Operational. Advanced PC Class Computers Can Run GVP under LINUX
- GVP Versions Consolidated (IRIX-LINUX)
- MOM Architecture Supports Multiple Coordinated GVR Displays
- · Completed two Major Trade Show Demos (I/ITSE)
- · Applications: underway, pending, proposed
 - UAV Training Support Operational with UAV TCS Database
 - NRL Display Support Installation
 - NASA Johnson Space Center Installation (Mars Data)
 - Flight Simulation at CTL Since '98
 - Sensor Modeling R&D, Full surround view with HMD
 - Proposed Navy-USAF C2 Air Defense Site Displays
 - Proposed Navy Aircraft Synthetic Vision System

New Developments in GVP listed here

- •PC Version developed
- •LINUX and the original SGI version are ONE program
- •Strong progress on operational UAV training support application
- •Underway, pending and proposed applications





For GVP Information Contact Us at CTL

GVP is ready NOW for Application Pailoring and Testing Find Out How to Put GVP to Work in YQUR Project!

Call or e-mail to obtain DVD Demo "GVP - The Movie" Visit CTL at NAWCAD PAX to See GVP in Operation

R.S.Dunn 48110 Shaw Road B2187 Patuxent River MD 20670-1906 e-mail:

DunnRS@navair.navy.mil



Find out more about this available process.

- •Call us
- •Get the DVD Demo
- Visit CTL



Global Visualization



Potential Civil and Navy Applications of GVP

- Highway Network Status Depiction,
 Resource Allocation, Construction and
 Rights of Way
- State Civil Defense and Emergency
 Preparedness, Visualization for Disaster
 Response Control and Coordination
- Power, Raif, Communication Support
- Wildlife Management and Range Data
- Environmental Impact, Water Supply, Aquifer Usage, Contamination Events
- Air Traffic Depiction and Control
- Bay Status, Ship Traffic and Spill Control, Maritime Data
- Beach Erosion and Seaboard Storm Impact

- Flight Simulation for Training & RDT&E

 Mission Planning & Mission Rehearsal
- Modeling and Simulation for System
 Development, Prototyping, Concept
 Formulation, Wargame & Major
 Operational Exercise Supports
- Operational Exercise Support

 Reconnaissance and Surveillance for
 Targeting, Logistics, Special Forces
- C4FSR Display Support, SAR & Pest \\
 Range Operations
- VIA V & UCAV Mission Control
- Cockpit Displays for Flight & Mission Control A/C Synthetic Vision Systems?
- Major Payoffs in Common Architecture, Interoperability & Reusable Models

Not used in presentation but contained in proceedings

There is a 2 Min video demonstration taken from the GVP DVD (The DVD has been approved for public release)